

Nicolas Brito

COMPUTER ENGINEERING STUDENT

Graduated in Electronics from the Federal Institute of Pernambuco and currently a Computer Engineering student at the Federal University of Pernambuco. I have practical experience in software development and object-oriented programming, with proficiency in languages such as Python, Javascript, and C. I possess skills in database design and management, API integration, and the application of automated testing.

PROFESSIONAL EXPERIENCE

FEDERAL INSTITUTE OF PERNAMBUCO

Electronics Intern

September/2022 - January/2023

- Conducted bibliographic research on Power Electronics and Electro-electronic Drives, focusing on three-phase induction motors.
- Conducted studies and simulations using various specialized software, including PSIM, CADE Simu, Circuit Maker, Falstad, Electric Animation, and ECS (Electric Circuit Studio).
- Produced comparative reports and tutorials on simulation software, contributing to the development of future academic activities.
- Practical experience with electronic circuit simulations, enhancing skills in the analysis and design of electro-electronic systems.

CONTACT

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LANGUAGES

PORTUGUESE - FLUENT

ENGLISH - ADVANCED

SPANISH - BASIC

SKILLS

LANGUAGES

Python, Javascript, C, Go

OPERATING SYSTEMS

Windows, macOS, Linux, FreeBSD

TOOLS

Git, GitHub, Docker

DATABASES (DBMS)

MySQL, PostgreSQL

ACADEMIC HISTORY

BACHELOR'S DEGREE IN COMPUTER ENGINEERING

Federal University of Pernambuco

2020 - Ongoing

TECHNICAL DEGREE IN ELECTRONICS

Federal Institute of Pernambuco

2015 - 2018

PROJECTS

WORD SEARCH

Development of an interactive terminal-based game that generates and solves word search puzzles with custom words. The program implements the logic for inserting words in multiple directions (horizontal, vertical, diagonal) and overlap rules.

Technologies used: Python, Git

FREEBSD USERSPACE

A build system to extract and compile the complete FreeBSD userspace (without the kernel) from the official source code. The project uses automation scripts for cross-compilation with support for ARM64 and x86_64 architectures. Includes Git hooks for commit standardization.

Technologies used: Shell Script, Make, Git